A PRACTICAL GUIDE TO WHIST.

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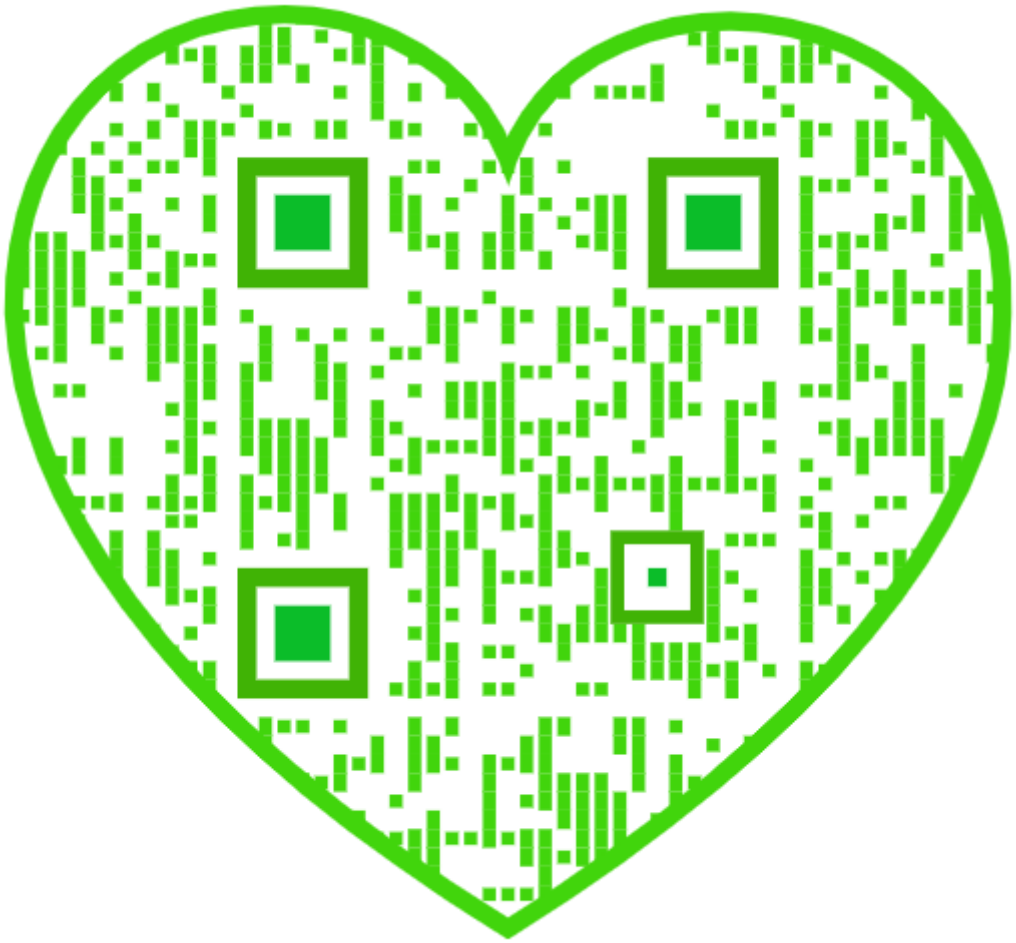

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UNITED STATES OF AMERICA.

A

PRACTICAL GUIDE

TO

WHIST

BY THE LATEST SCIENTIFIC METHODS

WITH THE LAWS OF THE GAME

BY

FISHER AMES

NEW YORK

CHARLES SCRIBNER'S SONS

1891

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CONTENTS.

PAGE

I.—INTRODUCTORY 1

II.—FORMATION OF TABLE, THE SCORE, ARRANGEMENT OF HAND, ETC. . . . 4

THE SCORE 4

ARRANGEMENT OF HAND, ETC. . . . 5

III.—THE SUIT TO LEAD 7

ORIGINAL LEADS FROM STRONG SUITS . . 7

ORIGINAL LEADS FROM WEAK SUITS . . 9

SECOND AND LATER LEADS 11

RETURN LEADS 13

IV.—THE CARD TO LEAD 15

ORIGINAL LEADS FROM STRONG SUITS . . 15

HIGH CARD LEADS FROM STRONG SUITS . 16

SPECIAL LEADS IN TRUMPS 20

PAGE

Original Leads from Weak Suits . . 20
Second Leads from Strong Suits . . 22
Leads from Strong Suits in Detail . . 24
Leads from Weak Suits in Detail . . 27
Leads in Partner's Suit 28
Special Leads 31

V.—SECOND HAND 33

Second Hand on High Cards Led . . 33
Second Hand on a Low Card Led . . 35
Second Hand Renouncing 38
Table of Second Hand Play . . . 40

VI.—THIRD HAND 42

Play of Third Hand Renouncing . . 46

VII.—GETTING RID OF CONTROL AND UNBLOCKING 48

VIII.—FOURTH HAND 51

IX.—THE PLAY OF SEQUENCES. DRAWING INFERENCES, ETC. 53

The Play of Sequences 53

PAGE

Drawing Inferences 54
Table of Leads and Inferences . . 54

X.—THE DISCARD 58

XI.—THE MANAGEMENT OF TRUMPS . . 61

The Trump Signal and Echo . . . 61
Other Trump Plays 63

XII.—IN GENERAL 67

THE LAWS OF WHIST 71

The Rubber 71
Scoring 71
Cutting 73
Formation of Table 73
Cutting Cards of Equal Value . . . 74
Cutting Out 74
Entry and Re-entry 75
Shuffling 76
The Deal 76
A New Deal 77

PAGE

A Misdeal 78
The Trump Card 80
Cards Liable to be Called . . . 81
Cards Played in Error, or not Played to a Trick 84
The Revoke 85
Calling for New Cards 88
General Rules 88

ETIQUETTE OF WHIST 90

Dummy 91
Double Dummy 92

A PRACTICAL GUIDE

TO

WHIST.

I.

INTRODUCTORY.

The theory of modern scientific whist and the arguments upon which it is based are now so generally and well known and understood that no restatement of them is deemed necessary here.

It is assumed that our readers are aware of the importance and advantage of the lead from the long suit, the best use of trumps for its establishment and bringing in, and the combination of partners' hands by the giving of accurate information by correct play.

The object of this book is to give the rules and directions for play in the various contingencies of a hand, according to the best authorities, arranged in

a convenient form for instruction and guidance. For this purpose all the authorities have been consulted and all valuable improvements of the "American Leads" system adopted.

The term "American Leads" was given to the system by "Cavendish," out of compliment to Mr. N. B. Trist, of New Orleans, by whom it was originated. It has recently been greatly developed and improved by Trist, "Cavendish," and others into a complete, simple, and harmonious system, which has entirely revolutionized the game. Being founded on true whist principles, and clearly an advance on the old method, it is sure to commend itself to all thoughtful players and students of the game. Conventional plays which are founded on correct principles, as these are, instead of making the game mechanical as some are disposed to think, really furnish better and fuller equipment and opportunities for the exercise of skill and judgment. The better partners are informed of the contents of each other's hands, the more complete and advantageous the combination; and the new system gives much fuller and clearer information both as to the number and the character of the suit led from than the old. It also, to a considerable extent, does away with differences in leads between trumps and plain suits, which never seemed to be based on any very good reasons, and is, in general, more simple and reducible to rules.

The plan adopted is to arrange the subject into its

natural subdivisions, and give under each head all the rules, with brief reasons and the exceptions and special plays properly belonging to it, making, with the Laws appended, a handbook, or guide to play, as full and complete as possible, from the formation of the table to the end of the hand. There are already in existence many admirable treatises on the theory and philosophy of the game, and it is not intended to enter the same field here, but merely, as before stated, to furnish a practical guide to play.

II.

Formation of Table, The Score, Arrangement of Hand, Etc.

Partners are usually selected by cutting the cards, the two cutting the two lowest cards playing together against the other two. When five or six persons desire to play, all cut, and the four cutting the lowest cards make up the table, the other or others coming in at the end of the game, or rubber, as agreed, in the place of those of the four playing who, on a new cut, cut the highest cards.

Partners may, however, be determined by agreement if preferred.

The Ace is always low in cutting. The Laws in the Appendix give full directions in these matters of the formation of table, score, etc., but it is believed to be desirable to give a brief summary of them here.

THE SCORE.

The score may be kept in any manner previously agreed upon, either by rubber points, at short whist, in which the games are of five points, counting the honors, or by games of five, or seven points, without counting the honors.

In this country the preference seems to be in favor of not counting the honors; and undoubtedly the honors, as reckoned in short whist, have too great a preponderance in the score. They cause, however, many interesting and critical positions and plays, and add to the variety of the game. The rubber points are convenient for keeping a record of points made and lost, but a record of games or points made and lost can also be kept by the other system. The method of scoring makes but little difference in the play; but the style of play at short whist is somewhat more varied than at the game as played without the honors.

ARRANGEMENT OF HAND, ETC.

On taking up his hand, the player should count and sort it, each suit in regular order, and look it over carefully to form an estimate of its character and possibilities, and the best way of managing it. Almost every hand should, of course, be opened by an original leader, upon the theory of the establishment and bringing in of his long suit; but as, in practice, it is frequently impossible to carry out the theory, the play after the first round must depend upon the developments of the game. But every hand, whether strong enough to insure the successful carrying out of the theory, or so weak as to be of no service unless as auxiliary to partner's hand, should be carefully played for all it is worth.

It is a convenient and useful arrangement, to place the suits in the same order in every hand, so that the

player can readily turn to the proper suit without unnecessarily distracting his attention from the board. There is no advantage in always putting the trump suit in the same place; on the contrary, it weakens the player's confidence in his memory, which is important in whist.

III.

The Suit to Lead.

ORIGINAL LEADS FROM STRONG SUITS.

Lead first from your strongest suit.

The choice of strong suits from which to lead first is as follows, in order of preference:

1. Lead from six or more trumps.

   With so many, the chance of your being able to exhaust opponents is very strong, and you should not be deterred from leading trumps by the turning of an honor on your right, or by a decided advantage in your favor in the score.

2. Lead from five trumps.

   It is almost always best to lead trumps from five. The exceptions are as follows:

   a. With five low trumps, and no good cards in the plain suits.

   b. With a decided advantage in the score, or only one trick needed to save or win the game.

   c. With an honor turned on your right, and a poor suit hand.

3. Lead from four trumps with the command of, or well-guarded high cards in, at least two plain suits.

Especially if you have no long plain suit. But it is sometimes better to open your most advantageous plain suit, as:

a. With a decided advantage in the score.

b. An honor turned on the right.

4. Lead from a plain suit of five or more, or the best of two equally long ones.

This is the common opening long suit lead, unless with great strength in trumps. Such a suit may perhaps be established and brought in, or, at least, be useful in forcing opponents and diminishing their trump superiority.

The holding of Ace, Queen, at the head of the suit, should not prevent the lead from it.

5. Lead from four trumps, with three three-card plain suits.

Especially if you have command of, or high cards well guarded in, plain suits. Little harm can be done by opening trumps with such a hand, even though the plain suits are weak. You can trump nothing, and perhaps may help to establish partner's suit, and enable him to bring it in. But it is sometimes as well not to open the trumps, as:

a. When they are very low in rank.

b. An honor is turned on the right.

c. You have an advantage in the score, or but one card needed to save or win the game.

6. Lead from your best four-card suit.

That containing the highest cards. But, when the only long suit contains no high cards, nothing for

instance above the eight, it is usually better to resort to a forced lead from a weak suit, as explained below.

A strong trump suit, as above indicated, is the most advantageous to open. But the character of the trump turned, the state of the score, and the general character of the hand, are important elements to be considered in determining whether or not to open with a trump lead. With a great advantage in the score, or but one card needed to save or win the game, a more conservative game is usually played. So, when you hold a tenace over an honor turned on the right, it is sometimes of importance to have the lead come to instead of from you, and therefore a plain suit is the best to open first. Other contingencies will occur to the good player, where a trump lead must depend upon his judgment in view of all the conditions. But, generally, with strength in trumps, the turning of an honor on the right should not prevent the lead of trumps, if otherwise right, nor should a trump lead be made from moderate strength only, merely because an honor was turned on the left.

ORIGINAL LEADS FROM WEAK SUITS.

When the long plain suit is of four low cards only, and you have no strength in trumps, lead from your best three-card suit.

The one which contains the highest cards. This is called a "forced lead." It may strengthen partner's

suit, and, at least, is not likely to do harm. Partner's hand and the fall of the cards will soon show him the character of the suit led from, and he will not be deceived into believing that you are long in it. For this purpose the best suits are those headed by two or more high cards in sequence—as Queen, Knave—Knave, Ten—or by a Knave, or Ten. If partner has previously led, it may be better to return his suit, unless it was won cheaply on the first round; or to lead through a suit opened by left-hand adversary, especially if fourth hand seems to be weak in it.

With a poor hand and desperate score, lead trumps from three or less.

Unless partner proves to be strong in trumps and desirous of having them led, there is no chance of saving the game.

With a desperate score, if your adversaries opened the hand with a trump lead, lead first from your weakest suit.

The highest card of it; your partner should finesse deeply in the suit, and, on his return lead, should lead the highest of his weakest suit, in which you should also finesse deeply. In this way possibly some defence can be made, keeping your high cards as long as possible.

If your long suit was opened by your right-hand adversary, lead from your most advantageous three-card suit.

There is, of course, no use in leading up to the strong hand, unless you have the entire control of the

suit, and partner may and very probably will lead the suit through the original leader to your advantage. If partner is out of the suit, lead it for him to trump, unless he has indicated trump strength, or unless you are very weak in trumps. If left-hand opponent can trump the suit, lead trumps unless very weak in them. If an opponent has signalled for trumps, or otherwise indicated strength in trumps, lead the suit for partner to trump even though weak yourself in trumps.

SECOND AND LATER LEADS.

On a second lead continue your suit.

It is disadvantageous to change the suit, unless:

a. It is likely to be trumped by an adversary who has not indicated trump strength.

b. Partner is weak and right-hand adversary probably strong in it, and you have not the best card of it.

c. In trumps, one of the adversaries is out of trumps.

d. You hold the master-card of partner's suit; in which case you should generally lead it at once to get rid of the control and clear the suit for him.

If, after the first round, you are obliged to change the suit, you may properly :

1. Lead from four trumps, to protect your suit from being trumped ;

2. Lead from your best three-card suit ;

3. Return partner's suit, if he has led ;

4. Lead a suit opened by left-hand opponent, especially if fourth hand appears to be weak in it ;

5. Lead a singleton, if weak in trumps.

A singleton should *never* be led on an original lead, and it is very seldom advisable at any time, except as above indicated, as some one must be long in the suit and will lead it. The lead gives indication of weakness, of course, but not necessarily more so than many other plays.

If your or partner's suit is established, lead trumps from four.

Even from three, if opponents have not indicated trump strength, and you have a sure card of re-entry in another suit. But do not lead them for your partner's established suit, unless you can get in and lead it to him later.

If opponents have indicated trump strength, force them to trump.

If they are strong in trumps there is little chance of bringing in your or partner's long suit; but it may at least be useful to reduce their trump superiority by forcing them to expend their trumps upon it. But do not lead a suit which both adversaries are out of, for the one who is weak in trumps will trump, and the one who is strong in trumps will discard losing cards of plain suits.

Continue a trump lead from strength until one of the adversaries renounces.

But, if right-hand opponent is out, it is sometimes well to continue the lead through left-hand opponent to draw his best trump or give the trick to partner with a comparatively low trump.

Lead trumps from less than four to stop a cross-ruff.

A cross-ruff is very effective in trick making and often defeats very high cards, and it should be stopped as soon as possible if against you.

Remaining with the best trump, the only other being in the hand of an opponent, draw the losing trump.

But not if neither you nor partner can lead an established suit. If opponent's suits are established and yours not, it is better to force out the losing trump with a card of your or partner's suit, which will also help to clear and establish the suit.

Force partner if you are strong or he is weak in trumps.

But if you are yourself weak in trumps, and have no indication as to whether partner is weak or strong in them, it is usually best not to force him, unless an adversary has shown trump strength. If you are both weak, or if you can establish a cross-ruff, it is well to force him.

Lead a thirteener to force the fourth hand.

If he is strong in trumps; especially when he holds the last or best trump. But not if you know him to be weak.

RETURN LEADS.

Return partner's suit at once with the master-card if you have it; otherwise lead your own suit, if it is a good one, before returning his.

You should help partner all you can in his suit by getting rid of the control of it, and getting high cards in it out of his way, so as to clear and establish it for him. But if you are stronger in the suit than he is, or have so strong a hand as to warrant your insisting on directing the play, you would be justified in retaining the best card of his suit for re-entry, and instead of returning his, opening your strong suit, or leading trumps.

Return partner's trump lead, or lead to his trump signal, at the first opportunity.

The responsibility for the hand belongs with one who makes an early trump signal or lead, and his partner should co-operate with him and carry out his plan to the best of his ability. A late trump signal or lead, however, does not necessarily indicate very great strength in trumps, and has not the same obligatory force as an early one has. But still, it should be responded to promptly.

IV.

The Card to Lead.

ORIGINAL LEADS FROM STRONG SUITS.

The proper card to lead from a strong suit depends upon the character and number of the suit. High cards are led generally, to take the trick and escape being trumped, possibly to catch other high cards in hands of opponents, or force out higher and promote those held to a higher rank ; and also, to indicate the number and character of the suit.

Low cards are led when it is best to reserve such high cards as are held until others are drawn out, and gain the command later ; and also, by the rank of those subsequently played, to indicate the number led from.

No general rules can be given to cover all cases of leads, or even a large proportion of them. Each combination requires a particular card to be led from it, as given in the statement of leads, below. The only general rules are :

1. Lead the lowest of a head sequence of three,

fourth best of a head sequence of four or more, in a suit of five or more, including the King.

The old rule, to lead the highest of a head sequence, does not now apply except in two cases; a sequence to the King, with only four in suit, and a sequence to the Queen, with four or more in suit. Formerly the lowest of a head sequence was generally led in trumps; now the rule applies to both trumps and plain suits.

2. When a low card should be led, lead the fourth best of those held.

Showing three higher cards held: the number of the suit being indicated by lower cards subsequently played, if not on the first round, as it often will be to a careful observer.

High cards are led from strong suits as follows.

HIGH CARD LEADS FROM STRONG SUITS.

Ace is led from,

1. Ace, King, and three (in trumps five) or more lower, not including Queen.
2. Ace, Queen, Knave, and one or more lower.
3. Ace, Queen (or Knave), and three (in trumps five) or more lower.
4. Ace, and four (in trumps six) low cards.

The Ace indicates a suit of five at least, unless followed by Queen, which shows four only; or by the Ten, in which case the suit may be of four or more.

King is led from,

1. Ace, King, Queen, Knave, without others.

2. Ace, King, Queen, and one lower.

3. Ace, King, and two low ; in plain suits (in trumps lowest).

4. King, Queen, Knave, Ten, without others.

5. King, Queen, Knave, and one lower.

6. King, Queen, and two low ; in plain suits (in trumps lowest).

The King indicates Ace, or Queen, perhaps both, and a suit of four at the most.

Queen is led from,

1. Ace, King, Queen, and three or more lower, not including Knave.

2. King, Queen, Ten, and two or more lower.

3. King, Queen, and three (in trumps five) or more lower, not including Knave.

4. Queen, Knave, Ten, and one or more lower.

The Queen indicates King, and perhaps Ace, with a suit of five or more ; or Knave, Ten, and one or more lower. The first round will probably show which.

NOTE.—The lead of Queen from head of a sequence is given here out of deference to the majority of the authorities on the subject. But it would seem to be more in accordance with the principles of the American leads system, as well as simpler and more consistent with the other leads from high head sequences, in five-card suits, that from the sequence of Queen, Knave, Ten, at head of a suit of five or more, the Ten, or lowest of the sequence should be led, as it is in all the other cases. By so doing, a rule could be formulated to cover all cases of leads from such se-

Knave is led from,

1. Ace, King, Queen, Knave, and one or more lower.

Even though holding the Ten also, as it is best for the sake of uniformity not to go below the fourth best in leading; and with such strength it is not important whether Knave or Ten is led so far as making tricks is concerned. The next card led shows whether only five or six or more of the suit were held originally.

2. King, Queen, Knave, and two or more lower not including the Ten.

The Knave indicates King and Queen, and a suit of five or more.

The old lead of Knave from head of a sequence is now abandoned in strong suits; but in weak suits it is still led.

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quences, as follows: Lead the lowest of a head sequence of three, fourth best of a head sequence of four or more, in a suit of five or more, including the Queen.

The old lead of Knave from the head of a suit of Knave, Ten, Nine, etc., is now practically abandoned, since it has been so clearly shown that the practice of covering at second hand, with the King or Queen, is a mistake, as the Ace must lie in third or fourth hand, and second hand does not cover except with Ace, and the special object of the lead of Knave is thus nullified. It would seem that inasmuch as the practice as to covering the Queen at second hand is the same, and for the same reason there is also good reason for abandoning the lead of the Queen from the head of a sequence, especially as by so doing, and confining the lead to the lowest of the sequence, in all these cases definite information is given as to the number of the suit led from, and greater simplicity and uniformity secured. This practice would also simplify the rules for second leads.

Ten is led from,

1. King, Queen, Knave, Ten, and one or more lower;

Even though holding the Nine.

2. King, Knave, Ten, and one or more lower.

The Ten indicates King and Knave, and perhaps Queen.

By the play suggested in note to the lead of Queen, the lead of Ten would be restricted to five-card suits, and include the lead of Ten from Queen, Knave, Ten, and two or more lower, as the lowest of the sequence, as in other five-card suit leads; so that the Ten should always show five in suit at least. But the rule is given as stated by the majority of the authorities.

Nine is led from,

1. Ace, Queen, Ten, Nine, without others.
2. Ace, Knave, Ten, Nine, without others.
3. King, Knave, Ten, Nine, with or without lower.

Being in each case the fourth best. G. W. P., in "American Whist Illustrated," makes a special point of leading Nine only from King, Knave, Nine, but this requires the lead of Ace from the above four-card suits, Ace, Queen, Ten, Nine; and Ace, Knave, Ten, Nine.

The Ten always shows King and Knave.

The Nine indicates the Ten and two honors; the first round will show which.

All other cards are led in strong suits only as fourth best, and from all combinations of four or more cards other than those above given, lead, first, the fourth best.

The character of the trump turned sometimes necessitates modifications of high-card trump leads as follows.

SPECIAL LEADS IN TRUMPS.

1. Lead Ace, then King, from Ace, King, and three or more low, if Queen was turned on the right.
2. Lead Queen from Ace, Queen, Ten, etc., if Knave was turned on the right.
3. Lead Queen from Queen, Knave, Nine, etc., if Ten was turned on the right.
4. Lead Knave from King, Knave, Nine, etc., if Ten was turned on the right.
5. Lead Knave from Knave, Ten, Nine, etc., if Queen or King was turned on the left.
6. Lead Knave from Knave, Ten, Eight, etc., if Nine was turned on the right.

Other special trump leads may be necessitated by the character of the trump turned on the right or left.

High cards are led on forced leads from weak suits, as follows.

ORIGINAL LEADS FROM WEAK SUITS.

Ace is led from,

1. Ace, King.
2. Ace and one lower.

Leads from two-card suits are never advisable unless at the end of the hand, when the situation renders it

necessary, or when the suit is known to be partner's strong suit.

King is led from,

1. Ace, King, Queen.
2. King, Queen, and one lower.
3. King and one lower.

But, at the end of the hand, if the suit can go round but once, lead the low from King and one low.

Queen is led from,

1. Queen, Knave, with or without one lower.
2. Queen and one lower.

Knave is led from,

1. Knave and one or two lower.

Ten is led from,

1. Ace, Queen, Ten.

But only when absolutely unavoidable, as it is a very bad suit to open, and should be held to be led up to or through, if possible. If the suit can go round but once, lead the Ace.

2. King, Knave, Ten.
3. Ten and one or two lower.

From any three-card suit headed by nothing higher than the Knave, and from any two cards, if forced to lead, lead the highest.

Except, as above stated, when the suit can go round but once, lead the lower of any two if you have not the Ace.

It is not often necessary to open a two-card suit

until toward the end of the hand when some indications have been given as to whose suit it is.

In a suit known to be partner's strong suit, not previously led, lead Ace, if you have it, or second best from second and third best ; otherwise lead highest of any three, lowest of any four or more cards you hold of the suit.

On the same principle as the return lead of highest of two, etc., to clear and help establish his suit without exhausting his high cards.

SECOND LEADS FROM STRONG SUITS.

On a second lead, in continuing your suit, the card to be selected depends upon the character and number of the suit. The rules, so far as they cover general cases, are as follows :

1. Lead the master card, if you have it without one or more in sequence with it.

If not played on the second round it is in danger of being trumped on the third round. But in trumps there not being any such danger, it is often held back to keep the command. So in plain suits it is well to occasionally retain it, leading a low one, as when :

a. Left-hand opponent has second best, and fourth hand is weak in the suit, so that partner may be able to take the trick cheaply. This is more frequently practised, however, in left-hand opponent's suit, and is termed "underplay."

b. When trumps are all out, or in your or partner's hand.

c. If you are very strong in trumps.

If the best is likely to draw second best from an opponent, it should be led on second round.

2. After leading a high card, unless you hold the best, or two or more in sequence, including second best, follow with your original fourth best.

This play shows exactly two higher cards remaining in your hand, which the fall of the cards on this round and your partner's cards will indicate to him, and the subsequent fall of the cards will show the number you hold, if not indicated on the second round.

3. After leading the lowest of a head sequence, follow with the next higher if the suit was originally of six or more ; the next but one higher, if of five cards only.

This rule applies to all leads from head sequences in suits of five or more except that from Queen, Knave, Ten, etc. If the Ten were led from head sequence to the Queen in five-card suits, as suggested, the operation of this rule would be extended to this case also.

4. After leading a low card, if you hold second and third best, lead second best.

When the first lead was of a low card, the conventional play of lower cards gives information as to the number of the suit led from, although it is often indicated on the first round, as when a Two is led, or a Three, and the Two falls, on the trick the lead shows four at most.

For other second leads no general rules can be laid down, but the proper cards to be led first and second from the various combinations in strong suits are given in the following table of

LEADS FROM STRONG SUITS IN DETAIL.

FROM	LEAD
Ace, King, Queen, Knave, and one or more lower,	Knave, then King from five, Queen from six or more originally in the suit.
Ace, King, Queen, Knave, without others,	King, then Knave.
Ace, King, Queen, and two or more lower, not including Knave,	Queen, then Ace from five, King from six or more in suit.
Ace, King, Queen, and one lower,	King, then Queen.
Ace, King, and three or more lower, not including Queen,	Ace, then King, in plain suits. (In trumps, 4th best, unless with five or more low.)
Ace, King, and two lower, not including Queen,	King, then Ace, in plain suits. (In trumps, lowest.)
Ace, Queen, Knave, Ten, with or without others,	Ace, then Ten.
Ace, Queen, Knave, and one or more low,	Ace, then Queen from four, Knave from five or more in suit.
Ace, Queen, Ten, and two or more low,	Ace, then 4th best. (In trumps, 4th best, unless with 7 in all.)
Ace, Queen, Ten, and one low,	Fourth best, then Ace.
Ace, Queen, and three or more low,	Ace, then 4th best. (In trumps, 4th best, unless with 7 in all.)

FROM	LEAD
Ace, Queen, and two low,	Lowest (4th best).
Ace, Knave, Ten, and two or more lower,	Ace, then 4th best. (In trumps, 4th best, unless with 7 in all.)
Ace, Knave, Ten, Nine,	Nine, then Ace.
Ace, Knave, Ten, and one low,	Lowest, then Ace.
Ace, Knave, and three or more low,	Ace, then 4th best. (In trumps, 4th best, unless with 7 in all.)
Ace, and four or more low,	Ace, then 4th best. (In trumps, 4th best, unless with 7 in all.)
Ace, and three low,	Lowest, then Ace.
King, Queen, Knave, Ten, and one or more lower,	Ten, then Queen from five, Knave from six or more in suit.
King, Queen, Knave, Ten, without others,	King, then Ten.
King, Queen, Knave, and two or more low,	Knave, then King from five, Queen from six or more in suit.
King, Queen, Knave, and one low,	King, then Knave.
King, Queen, Ten, and two or more low,	Queen ; then, if Queen wins, 4th best.
King, Queen, Ten, and one low,	King. (In trumps, lowest.)
King, Queen, and three or	Queen ; then, if Queen wins,

FROM	LEAD
more lower, not including Knave,	original 4th best. (In trumps, 4th best, unless with 7 in all.)
King, Queen, and two low,	King ; then, if it wins, lowest. (In trumps, lowest.)
King, Knave, Ten, Nine, with or without lower,	Nine ; then, if Nine wins, Knave from four, Ten from five or more in suit ; if Nine draws Queen, or Ace and Queen, then King from four, Knave from five or more ; if Nine draws Ace and not Queen, then King ; then Knave from four, Ten from five or more in suit.
King, Knave, Ten, and one or more low,	Ten ; then, if Ten wins, original 4th best ; if Ten draws Queen, or Ace and Queen, then King from four, Knave from five or more ; if Ten draws Ace and not Queen, then King.
King, and three or more low,	Fourth best.
Queen, Knave, Ten, Nine, with or without lower,	Queen, then Nine.
Queen, Knave, Ten, and one or more lower, not including Nine,	Queen, then Knave from four, Ten from five or more in suit.

FROM	LEAD
Queen, and three or more low,	Fourth best.
Knave, Ten, Nine, and one or more lower,	Fourth best.
Ten, Nine, Eight, and one or more lower,	Fourth best.
From all other combinations,	Fourth best.

LEADS FROM WEAK SUITS IN DETAIL.

FROM	LEAD
Ace, King, Queen,	King, then Queen.
Ace, King, Knave,	King, then Ace.
Ace, King, and one other lower than Knave,	King, then Ace.
Ace, Queen, Knave,	Ace, then Queen.
Ace, Queen, Ten,	Ten, then Ace. (But this is a very bad suit to open.)
Ace, Queen, and one other lower than Ten,	Lowest, then Ace.
Ace, and two others, lower than Queen,	Lowest, then Ace.
King, Queen, Knave,	King, then Knave.
King, Queen, and one lower,	King, then Queen.
King, Knave, Ten,	Ten, (then if Ten wins, Knave; if Ten draws Queen, or Ace and Queen, then King.)
King, Knave, and one lower,	Lowest.

FROM	LEAD
King, and any two others, lower than Queen,	Lowest.
Queen, Knave, Ten,	Queen, then Knave.
Queen, Knave, and one lower,	Queen, then Knave.
Queen, and two others lower than Knave,	Lowest.
Knave, and two lower,	Knave.
Ten, and two lower,	Ten.
Any other three cards,	Highest.
Any two cards,	Highest.

But if you know the suit is your partner's longest suit, lead the highest of any three.

LEADS IN PARTNER'S SUIT.

The card to lead in return of partner's suit is selected with reference to its being of the most service in taking tricks, or strengthening and clearing the suit and getting rid of the control, and also giving indication of the number of the suit you hold. The general rules are as follows :

Return partner's lead in trumps, or plain suits, with the master-card, if you have it, or second best from second and third best, regardless of the number you hold of it.

To get rid of the control, and clear and establish his suit for him.

Not having the best, nor second and third best, return partner's suit with the higher of any two, lowest of any three or more cards of it remaining in your hand.

With but two, your high cards are of the most service returned first, in order to save his strength, and clear the suit; with three or more of it left, it is right to reserve your strength, to help him later, and also by the play to show him that you originally held four of the suit.

But where there is any danger of blocking his suit, the highest you hold should be gotten out of his way before the fourth round, as otherwise you would be unable to lead to him a card of it which he could take, and he would thus be prevented from making with his last card or cards of the suit, if trumps were exhausted. If you had four originally and have discarded one, you should return his lead with the higher of the two remaining. On his lead of a high card indicating a suit of five or more, you, having four of the suit, should play the third best, third hand, and retain the lowest until the last to return to him, so that his last card or cards may make.

On partner's original lead of an Ace, return the suit with the highest you hold of it, if an honor, regardless of the number you hold.

The lead of Ace usually indicates five in suit. If you hold four, your high card, if not led, might take the fourth trick, and prevent him from getting in and

making his fifth card; while, by returning the honor, and retaining a low card till the last, you are sure to do him no harm, but to strengthen his suit, and remain with a low card to lead to him, which, if trumps are out, he can take and then bring in the last card of his suit.

In response to partner's trump signal, lead the Ace, if you have it; not having Ace, lead the highest of any three, the lowest of any four or more trumps.

In trumps there is no danger of blocking, but the systematic lead to a call is important for the information it furnishes as to the number and location of the trumps. The Ace is led, to be certain of two rounds and leave him with the command of trumps if possible. With three honors, however, you should lead the highest of them in answer to his trump call, regardless of the number you hold.

Get rid of the command of partner's suits; keep that of opponents' suits.

If, however, you are manifestly stronger in partner's suit than he is, you can treat his lead as a strengthening one, and he should yield his play to yours. In opponents' suits finessing is justifiable; in partner's suit not, except with Ace, Queen, or Ace, Queen, Knave.

In partner's suit, not previously opened, but known to be his, lead Ace, if you have it, or second best, from second and third best; otherwise, lead the highest of any three, lowest of any four or more of it.

Partner's suit may be indicated by his discard from it on opponents' lead of or call for trumps, or by his discards from other suits, opponents' not having called for or led trumps ; or by opponents' leads of other suits.

SPECIAL LEADS.

When you hold the only remaining trumps, but have no established suit, or card of partner's established suit, lead the highest card, if King, Queen, or Knave of a suit not before opened, regardless of the number you hold of it.

This is termed "Deschappelles' *coup*." The object of the play is to draw opponents' highest cards of the suit at once if possible, so that partner may be able to get in on a subsequent round, which, if you had led a low one, and compelled him to play high on the first round, he might be unable to do, and thus be prevented from bringing in his suit. A shrewd player, suspecting the *coup*, may defeat it by refusing to play his Ace on the first round. If partner has the Ace, he can take the trick or pass it as he deems proper, considering his hand.

When, after the first round of a suit opened by left-hand opponent, you remain with the best card, it is often advantageous to lead a low card of the suit through the original leader.

This is termed "Underplay." The usual rule being to play the best card on the second round, the original leader is sometimes induced to think that the best card is behind him, and, declining to put up his second best,

your partner may win the trick, leaving you with the command. Thus, on a low card led, third hand plays Knave; you, fourth hand, play Queen, having also the Ace, and later on lead a low card; second hand, having the King, passes the trick, thinking Ace is with your partner, who takes it, say, with the Ten, and you remain with the best card. This is rather strategy than skill; and, if tried too often, may be suspected, and defeated by your opponent's putting up his King, or second best. So, at second hand, the same stratagem may be employed, by refusing to play the best on the second round to induce third hand to suppose that the best is with your partner, and to finesse.

V.

Second Hand.

Many considerations enter into the selection of the proper card to play at second hand, according to the suit and card led, the cards held, the strength or weakness in trumps, and otherwise, and the position of high cards as indicated by the lead or other previous plays, and there is much room for the exercise of skill and judgment. The general rules are given below. The play of high cards there directed is principally for plain suits. In trumps the play is more backward, high cards being often held back to get the command and keep it at the important time, unless it is desired to take the trick and stop the lead at once.

SECOND HAND ON HIGH CARDS LED.

Cover a high card led as follows :

1. With Ace, when an honor is led.

Even when Knave is led, holding Ace and Queen, as Knave should be the highest card held by the leader, and King should be behind you. If you hold only Ace, the Knave is probably led from King, Queen, Knave, etc., and will win unless covered.

But do not cover Queen, or Knave, with Ace, in trumps, unless you wish to stop the lead; nor any honor of a plain suit opened late in the hand by one who holds the long trumps, as it is probably a Deschappelles' *coup*.

In plain suits when trumps are out, or you have a strong trump hand, the Ace may be sometimes held up, when it is certain to come in later. So, with Ace, Knave, etc., King is sometimes passed by second hand; but it should not be done unless with a good trump hand, and when reasonably certain to succeed.

2. When you hold two higher cards in sequence.

But not in trumps unless you wish to stop the lead; nor with King, Queen, on a Knave led by an adversary who holds the long trumps. [See Deschappelles' *coup*.]

3. When you hold a fourchette; that is, the card next higher, and next lower, than the card led.

4. Play King on the Nine, holding King and one low.

5. Play King on Eight led when you hold King and Nine only.

In each of the last two cases, the leader should have Ace, and the play of the King is the only chance to save it. This applies, however, only to original leads.

6. Play Queen on Ten led, if you hold Queen and only one low.

The leader probably has King and Knave, and this is the best chance of saving Queen.

7. In other cases, play low on a high card led.

When very desirous to lead trumps, or to have them led, it is justifiable to cover a Queen or Knave with King. The state of the game, or the indicated position of the cards, may also justify it.

At the tenth trick, play the higher of any two cards (except the Ace) held of the suit led, if you hold major tenace, or second best guarded, in trumps, over the leader, as otherwise you might be compelled to take the next trick and lead up to his minor tenace, and so lose a trick.

SECOND HAND ON A LOW CARD LED.

Play high on a low card led, in the following cases:

1. Play the lowest of a head sequence of three or more high cards.

2. From Ace, Queen, Knave, etc., or King, Knave, Ten, etc., play the lowest of the cards in sequence.

3. From Ace, King, and low, play King.

Even if you also hold the Knave, in plain suits. But in trumps, play low unless you wish to stop the lead. With Ace, King, Ten, and low, in trumps, play Ten.

4. From King and one low, in trumps, play King.

As the best chance of saving it, and stopping the lead, for in trumps Ace is not led unless with Queen, Knave, or six low. In plain suits, play low.

5. From Ace, Queen, Ten, and low, in trumps and also in plain suits, if strong enough in trumps to lead them, play Ten. If not strong enough in trumps to lead them, play Queen in plain suits.

As you will probably remain with a tenace over the leader.

6. From Ace, Queen, Ten, without others, play Ten.

7. From King, Queen, and low, play Queen.

In plain suits, but not in trumps holding two or more low. If Ace was turned on the left, play low; if on the right, play Queen. With King, Queen, Ten, and low, in trumps, play Ten.

8. Play Knave from Queen, Knave, and one low.

9. Play Ten from Knave, Ten, and one low.

10. Play Nine from Ten, Nine, and one low.

With but three cards, a high one played second hand may possibly be of some service, and can do no harm. It will not be mistaken for a trump signal, as it is not playing a higher before a lower card unnecessarily. To call for trumps from either of the last three combinations, play the higher of the two high cards on a low one led.

With an honor singly guarded, if you wish to take the trick and lead trumps, play the honor; otherwise, play low.

With Queen and one low trump, if Queen was turned by you as dealer, play Queen on a low trump led.

On the second round of a suit play the master-card, if you have it.

It is not usually safe to let it go, as it is likely to be trumped on the third round. But in trumps it is

well to pass, if you wish to retain the command; and occasionally in plain suits; as,

a. When you have the long trumps, or a very strong trump hand.

b. When trumps are all played, and the suit must be led again.

c. When third hand has second best, and may be induced to hold it up, so that partner may win the trick cheaply and leave you with the command.

In other cases, play low on a low card led.

The lowest, unless calling for trumps.

The trump signal, character of the trump turned, and other considerations, arising from the ascertained positions of certain cards, may necessitate modifications of the play at second hand, which cannot be fully specified; and of which the following are examples:

1. When a suit can go round but once, play Ace, if you have it.

2. When you hold intermediate cards between the one led and others held by the leader, play lowest of the intermediate cards.

Thus, with Ace, Queen, Ten, and low, play Ten on Eight led, as the leader should have King, Knave, Nine. With Ace, King, Ten, and low, play Ten on Eight led, for a similar reason. With Ace, Queen, Knave, Eight, play Eight on Seven led, as the leader should have King, Ten, Nine. Other such cases will occur.

3. At the tenth trick, play the highest of any two of a plain suit led, except it be the Ace, if you hold the major tenace, or second best guarded in trumps over the leader.

Even to playing King on Ace led, as otherwise you might be compelled to lead up to the minor tenace or best trump, and lose a trick. This is termed "throwing high cards to place the lead." You cannot lose by the play, and may gain a trick by it.

SECOND HAND RENOUNCING.

When second hand has none of the suit led, he must discard, or trump. The determination which course to take depends upon many considerations, such as the character of the hand, the card and suit led, strength or weakness in trumps, the state of the game, the score, etc.

The general rules for the play of second hand renouncing are as follows :

On the lead of a winning card of a plain suit.

1. With three or less trumps, you should play a trump.

2. With four trumps and a strong hand, it is generally best to pass ; but not if the leader has other winning cards of same suit, nor if partner is strong in trumps.

3. With six trumps, or five with a strong hand, trump in and lead trumps, especially if partner is strong in trumps.

4. If third hand can also trump, play a high trump, if you have one, and are weak in trumps ; if strong, pass it, unless you have Ace, the leader having other winning cards to lead.

On the lead of a card not a winner, it being doubtful whether partner can take the trick or not.

1. With three or less trumps, trump freely.

If third hand can also trump, play your highest trump.

If you hold second and third best, to third hand's best, and fourth best trump, play the second best to induce third hand to play the best. This is one of the few cases where a "false card" is justifiable. Of course, if he *knows* you have both, it is useless.

2. With four trumps, do not trump a doubtful trick.

Both for the sake of saving your trumps, which are too valuable to be used in that way when your partner may be able to take the trick, and also to let him know that you have four.

3. With six trumps, or five and a very strong suit hand, trump in and lead trumps.

Especially if the trick saves or wins the game. But with a good advantage in the score, or an honor turned on the right, it may be as well to pass. The good judgment of the player must guide him, in view of all the conditions of the game.

In other cases, discard a low card of another suit.

The rules for the discard are given in a later chapter.

If you had five trumps, be on the look-out against being caught with one trump too many ; and if necessary, in order to have the lead come to your major tenace, or second best guarded, in trumps, through the minor tenace or best trump, get rid of the superfluous trump on the eleventh round.

Or before, if necessary. This play is termed the "grand *coup*," and is not infrequently missed by careless players at the cost of a trick which might have been saved. The methods of playing it are :

a. Trumping partner's trick, if you can give him the lead again for the eleventh lead.

b. Playing a lower trump on the eleventh trick, already trumped by partner with a higher one.

TABLE OF SECOND HAND PLAY.

(Subject to modifications caused by the card led, the trump turned, ascertained position of high cards, trump signals, etc.)

FROM	PLAY
Ace and others, not including King,	Ace on an honor led.
Ace, and four or more low,	Ace, if the game is critical.
Ace, King, and others, not including Queen,	King. (But in trumps, lowest, unless desirous to stop the lead.)
King, and one low trump,	King.
King, and one low, on Nine led,	
King, Nine, on Eight led,	

FROM	LEAD
Ace, King, Queen, and low,	
King, Queen, and low (in plain suits),	Queen.
Ace, Queen, Ten, and low, if weak in trumps,	
Ace, Queen, Knave, and low,	
King, Queen, Knave, and low,	Knave.
Queen, Knave, and one low,	
Ace, Queen, Ten, without others,	
Ace, Queen, Ten, and low in trumps,	
Ace, Queen, Ten, and low, if strong in trumps,	Ten.
King, Knave, Ten, and low,	
Queen, Knave, Ten, and low,	
Knave, Ten, and one low,	
King, Knave, Ten, Nine, and low,	
Queen, Knave, Ten, Nine, and low,	Nine.
Knave, Ten, Nine, and low,	
Ten, Nine, and one low,	
In other cases,	Lowest (unless calling for trumps).

VI.

Third Hand.

The play of the third hand on partner's original lead of a low card from a strong suit is usually of the highest card (or lowest of a head sequence), in order (1) to take, or attempt to take, the trick, and (2) to get high cards out of partner's way, so as to clear and establish his suit, and leave him with the command of it. Later plays at third hand depend upon the suit, and card, led, the state of the game and score, the ascertained or supposed position of high cards, and other considerations. In general, it is not proper to finesse in partners' suit, except with Ace, Queen, or Ace, Queen, Knave, and low. But in trumps and opponents' suits, it is often advantageous to do so, and in your own, also, according to the supposed position of high cards.

The general rules are as follows.

On partner's lead of a low card :

1. From any two or more cards in sequence at head of suit, play the lowest of the sequence.
2. From Ace, Queen, Knave, and low, play Knave.
3. From Ace, Queen, and low, play Queen.

But if only one trick is needed to win or save the game, do not finesse.

4. In other cases, play your highest card.

Unless, of course, it is lower than the card played by second hand, or lower than, or in sequence with, the card led. With King, Knave, and low, play King. It is not proper to finesse the Knave, in plain suits. In trumps it is allowable to finesse deeply, except on partner's original lead from strength. But with Ace, Knave, and low, in trumps, play Knave, if an honor was turned on the right, if second hand did not play a higher card.

According to some authors, if you hold only Ace and King, you should play Ace on partner's lead, and return King, as a conventional method of showing that you have no more of the suit. But this is open to the objection that if fourth hand has none of it, and trumps, the leader would be deceived as to the position of the King.

On partner's lead of a high card :

1. Play low on an honor led.

Unless covered by second hand. Do not play Ace on partner's Knave. If led from a strong suit, he should have also King and Queen. If led from a weak suit, it should be the highest he had, and fourth hand probably has not both King and Queen, so that you remain with the highest over the second best, probably.

The exceptions to the rule are :

a. If the suit can go round but once, play Ace, if you have it.

b. With Ace, Knave, and one low, play Ace on partner's original lead of King or Queen and return Knave.

c. With Ace, King, and one low, play King on partner's Queen and return Ace.

These plays are to avoid blocking the suit.

2. Play low on Ten led, except as follows :

a. Play Ace from Ace and low.

b. From Ace, Queen, or Ace, Knave, etc., play Ace if it is important to get the lead ; otherwise, play low.

c. From King and low, play King ; but with King, Knave, and low, pass the Ten.

d. If second hand covers the Ten, play higher, if you can.

3. On Nine, or lower card, led, play highest (or lowest of a head sequence), except as follows :

a. With Ace, Queen, and low, pass the Nine, unless covered, or unless it is important to get the lead at once.

b. Do not play Queen or Knave on Nine led, unless it is covered by second hand.

On the second round play the best card of the suit, if you have it.

Especially in partner's suit. But with two or more in sequence, including the best, you should, of course, play the lowest of the sequence.

It is not usually safe to hold up the best card, as it is likely to be trumped on the third round. But it may safely be done in trumps, and sometimes in opponent's

suit, when it is desirable, and probably practicable to retain the control.

With best and third best, finesse, if strong in trumps.

But not if partner won the first round cheaply; nor if second hand is out of the suit, as second best must be with fourth hand or partner; and you should never finesse against partner.

With second and fourth best, finesse fourth best, especially if the best card is on your left.

This is termed the "finesse obligatory." If left-hand opponent has first and third best, you are bound to lose both either way; but if he has only the best, the fourth best will draw it.

If, at the eleventh trick, the trumps are divided equally between your partner and your left-hand opponent, you should win the trick, even though already partner's, if you can, so as to lead through left-hand opponent.

To give partner the advantage of position, or tenace.

The play of the third hand in the later stages of the hand depends so much upon the position of high cards, the state of the game, etc., that no more particular rules can be laid down. The player's skill and judgment must guide him. But it is very seldom right to refuse to win a trick, unless with almost a certainty of gaining by the play.

PLAY OF THIRD HAND RENOUNCING.

When third hand has none of the suit led, he must trump, or discard ; in determining which, he is to be guided by the same considerations, to a considerable extent, as the second hand renouncing. The cards held in other suits and in trumps, the state of the game, the score, etc., etc., are all to be considered. It is, however, right to take the trick, if it is against you, and not refuse to trump a low card, unless it is reasonably certain that more can be gained by not trumping. The general rules are as follows :

Do not trump partner's honor.

Unless :

a. It was clearly led for a force, or on a cross-ruff.

b. The trick saves or wins the game.

c. The suit can go round but once, ace not being led.

d. Second hand covers.

It is usually for the interest of partner's suit to pass an honor led to draw a higher honor, in order to clear the suit, except in the cases above mentioned.

Trump partner's Ten, or lower card.

With three trumps or less, trump freely. But with four and a strong suit hand, it may be well to let it pass. With six or more trumps, trump in and lead trumps.

Do not trump a thirteener.

Unless evidently led for you to play your highest trump, in order to save it or to draw a higher one from fourth hand, who also holds a low trump.

On the second round of an opponent's suit, do not play the last trump.

Even on a winner, unless you are sure of bringing in your or partner's established suit, and rendering the opponent's suit useless. A third round of the suit will probably exhaust his partner, while, if trumped on the second round, he could probably return the suit later.

If you hold best and fourth best trumps, to second hand's second and third best, at the eleventh trick, do not overtrump the third best.

As it would force you to lead up to his best trump; while, if he is compelled to lead, you make both tricks.

Other plays by third hand renouncing will be suggested by the fall of the cards, and the position of the game. Thus, in a suit opened by partner, or by left-hand opponent, which has gone round three times, only two cards being left which lie between partner and your left-hand opponent; if partner leads the best card, you should not trump, for, if he has both, the lead was to force the fourth hand; but if he leads the losing card, you should trump.

VII.

Getting Rid of Control and Unblocking.

It is often important to be able to return a low instead of a high card of partner's suit, having but one left of it, so that he may be able to take the trick, and bring in his remaining card or cards of it, when trumps are out, which, if a high card is led, he would be unable to do, and would fail to make the trick or tricks which he should have made. For this purpose, a good player will get his high cards of his partner's suit out of the way before they are in danger of blocking the suit. Under the new system of leads, this is more easy and simple than formerly, as the original lead in so many cases indicates the number of the suit led from. This is done by playing high at third hand on a low card led, and by the return of a high card from two remaining of the suit. But there are cases when third hand holds four of the suit, and a high card is led, which necessitate unblocking in other ways, as follows :

1. On partner's lead of Ace, Queen, or Knave, if you hold four of the suit, play your third best on the first round, and retain your lowest card until the last round of the suit, to return to partner.

2. On partner's lead of Ten, unless attempting to take the trick, play third best of four, and keep the lowest to return to partner last.

These leads usually indicate five cards in suit, at least, and third hand's high card, unless played before the last round, is likely to take the trick and prevent the returning of the suit, thus "blocking" it, so that partner's last card or cards are deprived of an opportunity to take. The play is sometimes termed the "plain suit echo."

3. On partner's lead of a low card, from a suit of five or more, if you held four originally, you should play your highest before the fourth round, even though the trick is already partner's.

As it would otherwise block the suit. If the two highest of your four cards are in sequence, you should begin to unblock by the second round, unless your partner's lead clearly showed only a four-card suit.

4. In partner's suit, originally opened by him with the Ace, you should return an honor, if you hold one, regardless of the number you originally held of the suit.

His suit being of five or more. If you return a low card, he will be obliged to play his highest, probably, and thus be deprived of the command of the suit and the ability to get in again, and your high card will most likely block it, while a high card returned would strengthen and clear the suit for him. This is contrary to the usual rule of return leads, but it is more impor-

tant, in this case, to avoid blocking than it is to indicate number, or to reserve your own strength.

Other occasions and opportunities for unblocking will occur to the skilful player, who should always be on his guard against spoiling his partner's suit by retaining the command of it at the wrong time.

Thus, near the end of the hand, on partner's King, third hand should play Ace, from Ace and one low, in a suit not before opened, and return the low, unless he can give the lead again to partner in another suit, or partner has the long trumps. So whenever remaining with King, and but one low of partner's five-card suit, you should play King, even though the trick is already partner's, or was trumped by an opponent, unless you can surely give partner the lead again.

In trumps, as before remarked, there is no danger of blocking.

VIII.

Fourth Hand.

The play of the fourth hand is usually comparatively simple, except where the position of the cards calls for some special play, as refusing to take the trick against you, so as to place the lead to your or partner's advantage, or throwing a high card to get rid of taking a subsequent trick for the same reason, or to avoid blocking partner's suit.

The general rules are as follows :

Take the trick if it is against you, if you can, as cheaply as possible; otherwise, play a low card.

The lowest, of course, unless calling for trumps. When, by refraining from taking the trick you can force the lead from, or through, a minor tenace up to the major tenace, and can gain a trick by so doing, it is justifiable to pass it.

If a suit opened late in the hand must evidently be your partner's strong suit, you, holding King and one low, should play King, even though the trick is already taken by partner with a lower card, and return the low to avoid blocking it.

If, by winning a trick, you give up your only card of re-entry, which is reasonably certain to take on the next round, and enable you to bring in your or partner's suit,

after trumps are out, it is justifiable to refuse to win the first round.

But it is generally unsafe to refuse to win a certain trick, even though with a fair chance of gaining by it in the end. There should be a reasonable certainty of it to justify the play.

When, at fourth hand, you have none of the suit led, trump the trick, if it is against you ; otherwise, discard.

But do not play the last trump on second round of an opponent's suit, as before explained. Occasionally it is justifiable to refuse to trump, if by so doing a good hand is spoiled, and sure tricks lost which could be gained by abstaining ; but good judgment must guide the player in such cases. Thus, with four trumps and a strong suit hand, to be forced to trump might destroy the opportunity of exhausting trumps, and establishing and bringing in the suits, when, by passing one trick, that might be accomplished. So, fourth hand may find it advantageous to play the "grand *coup*," when he holds five trumps, and there is danger of his being obliged to take the eleventh trick and lead from a major, up to a minor, tenace. This may be done by undertrumping a trick already trumped by partner, or by taking a trick already taken by him, when you can throw the lead into his hand again.

With only three trumps or less, it is never right to refuse to trump, at fourth hand, a trick which is against you.

IX.

The Play of Sequences. Drawing Inferences, Etc.

THE PLAY OF SEQUENCES.

Cards in sequence are always played, at second, third, and fourth hand, in their regular numerical order of progression, lowest first; generally led, on weak-suit leads and late leads, in the reverse order, highest first, except as specified in the directions for leading.

In original leads, and second leads from long suits, the necessity of indicating number of suit led from has caused the adoption of certain conventional plays, as given above. And this rule applies only to weak suits, or late leads, as stated. The proper play of all cards, high and low, is important, and "false cards" should never be played; that is, cards which give false indications. Thus, having Queen, Knave, and low, to play Queen at third hand is equivalent to stating that you have not the Knave, or you would have played it; or, having Four and Three, to play the Four at second hand instead of the Three (barring a trump signal) is deceiving partner improperly.

DRAWING INFERENCES.

The exercise of skill and good judgment in Whist depends upon the fulness and accuracy of the player's inferences from the cards as they are played. And this again, of course, depends upon correct play. Every card has a story to tell, and the better the understanding and recollection of it the better the opportunities for skilful play.

The cards as played should be carefully noted, and inference drawn at the time as to their meaning. It is not practicable to give all the inferences that may properly be drawn from play, but the most important ones from original leads of high cards are given in the following :

TABLE OF LEADS AND INFERENCES.

LEAD OF	INDICATES IN LEADER'S HAND
Ace, then King,	(Ace, King, and) three or more lower, not including Queen.
Ace, then Queen,	(Ace, Queen), Knave, and one low.
Ace, then Knave,	(Ace), Queen, (Knave), and two low.
Ace, then Ten,	(Ace), Queen, Knave, (Ten), and perhaps one or more low.

LEAD OF	INDICATES IN LEADER'S HAND
Ace, then Nine,	(Ace), Queen, Ten, (Nine), and one or more low, or (Ace), Knave, Ten, (Nine), and one or more low.
Ace, then low,	(Ace), two higher, and one or more lower, than second card led.
King, then Ace,	(Ace, King), two low.
King, then Queen,	Ace, (King, Queen), one low, or (King, Queen), two low.
King, then Knave,	Ace, (King), Queen, (Knave), or (King), Queen, (Knave), and one low.
King, then Ten,	(King), Queen, Knave, (Ten).
King, then Nine,	(King), Queen, Ten, (Nine).
King, then low,	(King), Queen, and one higher than second card led.
Queen, then Ace,	(Ace), King, (Queen), and two low.
Queen, then King,	Ace, (King, Queen), and three or more low, or (King, Queen), and three or more low.
Queen, then Knave,	(Queen, Knave), Ten, and one lower, not the Nine.
Queen, then Ten,	(Queen), Knave, (Ten), and two or more lower, not including the Nine.

LEAD OF	INDICATES IN LEADER'S HAND
Queen, then Nine,	(Queen), Knave, Ten, (Nine), and perhaps one or more low.
Queen, then low,	King, (Queen), and one higher, and one or more lower than second card led.
Knave, then King,	Ace, (King), Queen, (Knave), and one low, or (King), Queen, (Knave), and two low.
Knave, then Queen,	Ace, King, (Queen, Knave), and two or more low, or King, (Queen, Knave), and three or more low.
Knave, then lower,	One lower. Only led in weak suits.
Ten, then King,	(King), Knave, (Ten), and one or more low.
Ten, then Queen,	King, (Queen), Knave, (Ten), and one or more low.
Ten, then Knave,	King, Queen, (Knave, Ten), and two or more low.
Ten, then low,	King, Knave, (Ten), and one or more low.

When the inferences are in the alternative, the cards held and the fall of the cards will show which is correct.

Among other important points to be noted and remembered are :

1. The number of trumps played.
2. The number of your long suit played.
3. The number of times a suit goes round, and the renouncing, if any, on third round, so as to be able to place the remaining cards.
4. The trump signal, if given.
5. The first discard of each player.

One of the first things to be noticed in a hand, and remembered, is the number of times a suit goes round, and the renouncing, if any, on the third round, so as to be able to place the cards remaining.

X.

The Discard.

Not having any of the suit led, the player, unless attempting to take the trick by trumping, must discard, or throw away a card of another suit. The proper play of the discard is of great importance, both on account of the information given by it, and for the strengthening and protection of the hand. The first discard is almost of equal significance with an original lead, and later discards require considerable skill and judgment.

The general rules are as follows :

1. If opponents have not indicated a superiority in trumps, the first discard should be from your weakest suit.

> And the lowest card, of course, unless calling for trumps. Indication of superiority in trumps is given by a trump call or lead. In the absence of such indication you should preserve your strong suit intact, as long as there is a chance of establishing it. Even if the suit is very long or very poor, it is absolutely necessary to indicate your weakest suit by the first discard.

2. If opponents have indicated trump superiority, the first discard should be from your best protected suit.

There is very little chance of being able to establish your long suit, in this case, and the best defence you can make is to keep high cards guarded in suits which are probably opponents' long ones. The best protected suit is that in which you are most likely to take a trick, and almost always your longest suit, so that the first discard in this case should show your partner your best suit, and guide his play.

3. Discards, after the first, must be made according to the hand, to protect and strengthen it as well as possible.

It is impossible to lay down any general rule for second and later discards. If the first discard was from the weakest suit, it is common and proper to continue to discard from it, even to discarding honors in it, if there is a reasonable certainty of establishing and bringing in your or partner's suit. But, as that is often doubtful, it is not usually prudent to unguard honors, and the discards must be made with regard to the hand, and the best protection of it all round. If the first discard was from the strong suit, on opponents' declaration of trump superiority, the subsequent discards must also depend upon the hand, care being especially necessary to retain strength in opponents' suits, as the best defence possible. The second discard, therefore, indicates nothing more than that it was the best thing for your hand under all the circumstances, and should not be taken as pointing out any special strength in the suit. On the contrary, it is usually and properly made from a suit in which you have no strength at all, and in which it is impossible to take a trick.

4. Do not unguard an honor, or blank an Ace.

The proper card to discard, of course, is the lowest, unless calling for trumps. Honors even in weak suits may be useful to take tricks in opponents' suits and should be kept guarded, unless it is certain that they can be safely thrown away for the sake of making low cards in your long suit. An Ace should not be left bare, as it might block partner's suit, or force you to take a trick, where it would be advantageous to allow your partner to win and take the lead, if possible. At the end of the hand, however, it may be necessary to blank an Ace.

It is sometimes necessary to discard an honor in partner's long suit, to get rid of the command where there is danger of your being compelled to take a trick away from him and be left without a card of the suit to return to him, so that his last cards are wasted.

When you have to discard from a suit of which you have complete control, discard the highest. The discard of the second best card of a suit indicates that you have no more. A discard (after the first) from a suit, in which you have a major tenace sometimes is resorted to, to induce left-hand opponent to lead the suit. But this is not a high order of whist strategy, and cannot be recommended.

5. Do not discard a singleton early in the game.

As it may be needed to lead to partner's long suit, or one in which he holds a winning card. But when he is strong in trumps, and also, later in the game, when the situation is better known, it is justifiable, depending on the cards held.

XI.

The Management of Trumps.

The proper management of trumps, and the determination of the right time to lead them, from moderate strength, is the most important part of the play of the hand, and requires the most skill and judgment on the part of the player. The rules for leading from strength are generally to be taken with some allowances for peculiar conditions, and hands; and those for leading from moderate strength upon the establishment of a suit, still more so.

The rules for the play of trumps in various contingencies of the hand have been already given under their appropriate heads. But some points have either not been mentioned, or only mentioned incidentally, and are of sufficient importance to require separate treatment, even at the risk of some repetition.

THE TRUMP SIGNAL AND ECHO.

When very strong in trumps, give the trump signal.

By playing, unnecessarily, a higher before a lower card. Thus, having no occasion to attempt to take the trick, play the Three before the Two. Or with two

high cards in sequence (not the highest), at third hand, play the higher before the lower, in attempting to take the trick. Or at second hand, from Queen, Knave, and one low; Knave, Ten, and one low; or Ten, Nine, and one low, play the higher of the two in sequence, unless on a higher card led. The play of the lower of any of these sequences, followed by a lower card, must not be mistaken for the trump signal, as it is proper second hand play.

An early signal for a trump lead should not be given without such strength in trumps as to insure the winning of the odd card. With six or more, it is always right to call; but with five, only when an honor is also held, and at least one fair suit. With four trumps, two honors, and a strong hand, it is also justifiable. The responsibility for the hand is properly placed upon one who gives an early trump call, and it imposes on his partner the duty of immediate and absolute obedience to it. For that reason it should never be given without sufficient warrant for it, as before stated. A late signal has not the same obligatory force as an early one, and may be given when, in the judgment of the player, a trump lead would be advantageous, either on account of the ascertained position of the cards or the reasonable chance of bringing in an established suit. Still, it should only be given with good judgment when the position justifies it, and should, of course, be at once obeyed, although the obligation is not so imperative as on an original call.

With four or more trumps, echo partner's trump call, or lead.

Even though very low ones. The information as to the number held is the important thing here.

The echo is given in precisely the same way as the call, and may be made in plain suits, or trumps. The same information is also given in return leads in trumps where there is no opportunity to echo, as before stated.

If partner by his play shows four or more trumps, give the echo, or signal, if you hold four or more.

As by leading trumps, or refusing to trump a doubtful trick at second hand, or by leading a card to force you, opponents not having indicated trump strength.

OTHER TRUMP PLAYS.

If you are strong, or partner is weak, in trumps, force him if he has renounced a plain suit.

If in doubt as to whether he is strong or not, you, being weak, should not force him, unless :

a. Opponents have indicated trump strength.

b. You can establish a cross-ruff.

c. One trick only is needed to save or win the game.

d. You have a good advantage in the score, and partner has not led or called for trumps, although having had opportunity to do so.

If you are weak in trumps, do not force partner.

Unless you know him to be weak also, and except in the cases last above mentioned, when in doubt as to his being strong or weak. A too rigid adherence to this rule is often expensive, and good judgment, in view of the situation, frequently finds it advantageous to force partner, or, at least, to give him the option of trumping or not.

Lead a thirteener, if you have good trumps, but not the best one.

Especially if fourth hand has the best trump.

Do not draw the last trump from an opponent, you having the only other, and winning trump, if you have no established suit, and cannot lead partner's established suit.

Especially if you must lead an established suit of an adversary. It is better to lead your or partner's long suit, to force out the losing trump, as you thus help to clear the suit, and may bring it in with the last trump, which you might not have been able to do, if you had led the trump.

But if partner has an established suit, and a sure card of re-entry in a suit which you can lead, draw the losing trump, and lead to his card of re-entry.

Lead from three trumps, or less, to stop a cross-ruff.

This rule has already been given. The proper card to lead is given in the rules for leads from weak suits, to wit: the highest, except when with King, or Queen, and two low.

If with a strong hand, in three plain suits, you hold but one trump, lead the trump singleton.

Especially if partner dealt. Two or more rounds may possibly be drawn out, in one of which opponents will probably play two trumps to one, and the chance of your winning-cards being trumped will be diminished.

If strong in trumps, do not trump a doubtful trick.

It would be waste of strength. Your trumps are of more value to exhaust opponents' trumps, and bring in your or partner's suit. But with very great strength, as six or more, and sometimes with five, and a very strong suit hand, it is proper to trump in, and lead trumps. With only four trumps and a fair hand, it is wrong to trump a doubtful trick.

With three trumps, or less, trump freely.

You cannot exhaust opponents' trumps, and yours are likely to be drawn by them unless used in ruffing. The occasion for the play usually comes at second hand. At third hand, on partner's original lead of an honor, if second hand has not covered, you should not trump, even if you know that fourth hand has a higher honor, as such a lead is usually for the purpose of forcing it out and clearing the suit, except in the case of a cross-ruff, and when evidently led for a force, or when the trick wins or saves the game, or when the suit can go round but once.

Finesse deeply in trumps.

To retain the command as late and long as possible. But not on partner's original lead of trumps, except with Ace, Queen, or Ace, Queen, Knave, etc., as it is important to make sure of two rounds. On a later lead of trumps, or opponents' lead, deep finessing is advisable, unless it is desirable to stop the lead at once to continue a ruff. With Ace, Knave, etc., if an honor was turned on the right, finesse the Knave, on partner's lead of a low trump.

Holding the best and fourth best trumps, right-hand opponent having second and third best, do not overtrump the third best at the eleventh trick.

So as to keep the lead through your tenace, as before explained.

With five trumps, be on the lookout against being caught with a superfluous trump.

So as not to be obliged to win the eleventh trick, and lead from a major tenace. Especially when right hand opponent is also strong in trumps.

Do not trump, with the last trump, the second round of an opponent's suit.

As it would probably leave his partner with one of the suit to lead back to him, and enable him to bring in his last cards of the suit. The next round will probably exhaust his partner. If he has another card of re-entry, it will make no difference, anyway. But if you can bring in your or partner's suit, or both, and prevent opponents from getting in again, of course it is best to trump.

XII.

In General.

It is not so difficult as is often supposed for a beginner to acquire a sufficient knowledge of the rules for practical use. If he will learn thoroughly the rules for leading the five highest cards, and bear in mind that the fourth best is led instead of the lowest, he may, by frequent practice, following the rules so learned, and with constant attention to the cards played, in time become a good player ; that is, be able to remember what cards have been played.

The beginner should use the language of the game in its simplest and plainest way until he becomes a master of it, when he may perhaps take liberties with it, just as the master of any other language may, without obscuring its meaning; which is a very different thing from the broken and senseless jargon of one who does not understand it.

One great difficulty is that very many who wish to learn to play will not devote any time or attention to studying the rudiments, but prefer to pick up from others, only a little less ignorant than themselves, a mass of misinformation, and soon arrive at the conclusion that they "know it all," and

resent any intimation that they may be mistaken. One form of this misinformation is seen in the persistency with which some players, who are beginning to gain some little idea of the purposes of the game, always lead trumps from weak or strong trump suits indifferently, "to protect their long suit." Another curious notion, quite common among a certain class, is that an original discard should always be from the strongest suit, "so as to indicate it to partner!" But perhaps the most common fault is that of considering one's hand alone, and paying little or no regard to partner's. Even good players are guilty of this error, but not so much so now as under the old method of play.

The object of the new system of play is to utilize both hands to the best advantage, so as to enable each to play twenty-six cards instead of thirteen, as nearly as may be possible. To effect this it is, of course, necessary to play according to the rules, and avoid giving false information. The maxim is old and trite, perhaps, but it is true: that it is more important to give information to partner than to deceive your adversaries. False cards, therefore, should never be played when there is any possibility of their misleading your partner. Late in the hand, when there is no danger of deceiving him, or when to do so can do no harm, it is justifiable to play false cards in order to mislead an adversary.

The beginner should arrange his hand, and hold it

spread open in such a way that a glance at it now and then will show it all to him, and in the meantime devote his whole attention to the table, noting each card as it is played, and drawing inferences from it. In time he will come to remember all the cards played, and their meaning, so that the hands of the other players, or, at least, the essential features of their hands, will be revealed to him. Then comes the opportunity for skill and science, and the interest greatly increases. A mere knowledge of the common rules for play is only the mechanical outfit of the player, somewhat in the same way as a knowledge of the moves of the pieces is to a chess-player. Skill consists in the quickness and accuracy of the inferences drawn, the selection of the best cards to play or lead so as to make the most of the strength of the player's side, or defeat or obstruct that of opponents ; to take advantage of position, and make the most of every opportunity. The beauty of the game is that, no matter how far a player advances in his knowledge and skill, he continues to take pleasure in each step, and yet sees that the possibilities ahead are immense, if not absolutely inexhaustible. It is only the very ignorant player who thinks he knows all that is to be learned in the science of whist.

The most important thing is practice, steady and frequent practice. Fortunately, the fondness for this best of games is spreading, and the opportuni-

ties for practice are steadily increasing. Learn thoroughly the few principal rules (omitting the exceptions at first, which can be studied later as occasion arises), and then practise often, and with close attention to the play. Do not allow your attention to be distracted from the table. Do not talk to the players or to outsiders while the game is going on, but watch and notice the play.

Do not by any word or gesture give any indication as to the character of your hand. Emphatic play, banging the cards down on table, is in bad taste, and very unpleasant for those with whom you are playing. Hesitation before playing is also bad, as it is sure to give valuable information to opponents, and can do no good. It is true that many beginners are perplexed about their play, and stop and try to think what has been played before. But it rarely is of any use, for in nearly every case, unless one knows instinctively, no amount of brain-harrowing will recall previous plays, and the result is equally poor play added to the telltale hesitation. Watch the table, and in time you will come to notice and remember instinctively, not perhaps every card that has been played, but, what is much more important, what cards have *not* been played, and in whose hands they are.

Finally, keep your temper whatever luck befalls you, and never throw your hand down before it is played out.

THE LAWS OF WHIST.

VERBATIM FROM THE CLUB CODE.

*** *The English Club Code is given here, as it is the one most generally used and recognized as authoritative. The method of scoring may be changed, if desired, without affecting its application in all other respects.*

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of five points. Each trick, above six, counts one point.

3. Honors, *i.e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned :

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.
II. Any three honors, they score two points.
III. Only two honors, they do not score.

4. Those players, who, at the commencement of a deal, are at the score of four, cannot score honors.

5. The penalty for a revoke * takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient ; they must be called at the end of the hand ; if so called, they may be scored at any time during the game.

8. The winners gain—

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three, or four.

9. The winners of the rubber gain two points (commonly called the rubber points), in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the losers' game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score, affecting the amount of

* *Vide* Law 72.

the rubber,* be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

13. The ace is the lowest card.

14. In all cases, every one must cut from the same pack.

15. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

16. If there are more than four candidates, the players are selected by cutting: those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

17. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

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* *e.g.* If a single is scored by mistake for a double or treble, or *vice versâ*.

CUTTING CARDS OF EQUAL VALUE.

18. Two players cutting cards of equal value,* unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.†

19. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.‡

CUTTING OUT.

20. At the end of a rubber, should admission be

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* In cutting for partners.

† *Example.* A three, two sixes, and a knave are cut. The two sixes cut again, and the lowest plays with the three. Suppose, at the second cut, the two sixes cut a king and a queen, the queen plays with the three.

If at the second cut a lower card than the three is cut, the three still retains its privileges as original low, and has the deal and choice of cards and seats.

‡ *Example.* Three aces and a two are cut. The three aces cut again. The two is the original high, and plays with the highest of the next cut.

Suppose, at the second cut, two more twos and a king are drawn. The king plays with the original two, and the other pair of twos cut again for deal.

Suppose instead, the second cut to consist of an ace and two knaves. The two knaves cut again, and the highest plays with the two.

claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the outgoers ; the highest are out.

ENTRY AND RE-ENTRY.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.

22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right* of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.†

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies

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* *i.e.*, his prior right.

† And last in the room (*vide* Law 16).

at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

26. The pack must neither be shuffled below the table nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut,* or when a new deal† has occurred.

30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

33. Each player deals in his turn; the right of dealing goes to the left.

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* *Vide* Law 34. † *Vide* Law 37.

34. The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed,* or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

35. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

A NEW DEAL.

37. There must be a new deal†—

I. If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If, whilst dealing, a card be exposed by the dealer or his partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

* After the two packets have been re-united, Law 38 comes into operation.

† *i.e.*, the same dealer must deal again. *Vide* also Laws 47 and 50.

39. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

43. A misdeal loses the deal.*

44. It is a misdeal †—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i.e.*, the trump) card, face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

* Except as provided in Laws 45 and 50.

† *Vide* also Law 36.

IV. Should a player have fourteen * cards, and either of the other three less than thirteen.†

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table, or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this Law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error, prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards,‡ the deal stands good; should he have played, he is as answerable for any revoke he may

* Or more.

† The pack being perfect. *Vide* Law 47.

‡ *i.e.*, until after he has played to the first trick.

have made as if the missing card, or cards, had been in his hand ;* he may search the other pack for it, or them.

47. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber ; that hand in which the imperfection was detected is null and void ; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, nor deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into his

* *Vide* also Law 70, and Law 44, paragraph iv.

hand; if left on the table after the first trick be turned and quitted, it is liable to be called;* his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand, it cannot be asked for;† a player naming it any time during the play of that hand is liable to have his highest or lowest trump called.‡

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, etc., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i.e.*, from highest to lowest, or *vice versâ*, until such card is played.

CARDS LIABLE TO BE CALLED.

56. All exposed cards are liable to be called, and must be left§ on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

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* It is not usual to call the trump card if left on the table.

† Any one may inquire what the trump suit is, at any time.

‡ In the manner described in Law 55.

§ Face upwards.

The following are exposed * cards :

I. Two or more cards played at once.†

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table,‡ or lead one which is a winning card as against his adversaries, and then lead again,§ or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost—or won—or for other reasons —throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary ; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the

* Detached cards (*i.e.*, cards taken out of the hand but not dropped face upwards on the table, or dropped face downwards on the table) are only liable to be called, if named ; *vide* Law 60.

† If two or more cards are played at once, the adversaries have a right to call which they please to the trick in course of play and afterwards to call the others.

‡ And then lead without waiting for his partner to play.

§ Without waiting for his partner to play.

table face upwards, the hands are abandoned; and no one can again take up his cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties : they cannot under any circumstances win the game by the result of that hand, and the adversaries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.*

61. If a player who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led—or may call a suit from him or his partner when it is next the turn of either of them† to lead.

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* *i.e.*, the first time that side obtains the lead.

† *i.e.*, the penalty of calling a suit must be exacted from whichever of them next first obtains the lead. It follows that if the player who leads out of turn is the partner of the person who ought

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called—or he, or his partner, when either of them * has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated † until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

67. If the third hand played before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win the trick.

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to have led, and a suit is called, it must be called at once from the right leader. If he is allowed to play as he pleases, the only penalty that remains is to call the card erroneously led.

* *i.e.*, whichever of them next first has the lead.

† At every trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

70. If any one play two cards to the same trick, or mix his trump, or other card, with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made.* If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE.

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.†

72. The penalty for a revoke:

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player‡—or deduct three

* *Vide* also Law 46.

† *Vide* also Law 61.

‡ And add them to their own.

points from his score—or add three to their own score ;

II. Can be claimed for as many revokes as occur during the hand ;

III. Is applicable only to the score of the game in which it occurs ;

IV. Cannot be divided, *i.e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player ;

V. Takes precedence of every other score, *e.g.*, the claimants two—their opponents nothing—the former add three to their score—and thereby win a treble game, even should the latter have made thirteen tricks, and held four honors.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand, the claimants of a revoke may search all the tricks.*

* *Vide* Law 77.

76. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced ; any player or players who have played after him may withdraw their cards and substitute others ; the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game ; each is punished at the discretion of his adversary.*

* In the manner prescribed in Law 72.

82. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked; he cannot score more than four. (*Vide* Rule 61.)

CALLING FOR NEW CARDS.

83. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult they lose their right;* and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

This rule does not apply in exacting the penalties for a revoke. Partners have then a right to consult.

85. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

* To demand any penalty.

86. If any one, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it toward him—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose * the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table which have not been turned and quitted, and the last trick turned.

* *i.e.*, refrain from winning.

ETIQUETTE OF WHIST.

The following rules belong to the established Etiquette of Whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at Clubs: if possible this should be adhered to.

Any one, having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.*

A player who desires the cards to be placed, or who demands to see the last trick,† should do it for his own information only, and not in order to invite the attention of his partner.

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* The question "Who dealt?" is irregular, and if asked should not be answered.

† Or who asks what the trump suit is.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts; as to who played any particular card—whether honors were claimed though not scored, or *vice versâ*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remark, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

DUMMY

Is played by three players.

One hand, called Dummy's, lies exposed on the table.

The laws are the same as those of Whist, with the following exceptions:

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke,

as his adversaries see his cards: should he * revoke and the error not be discovered until the trick is turned and quitted, it stands good.†

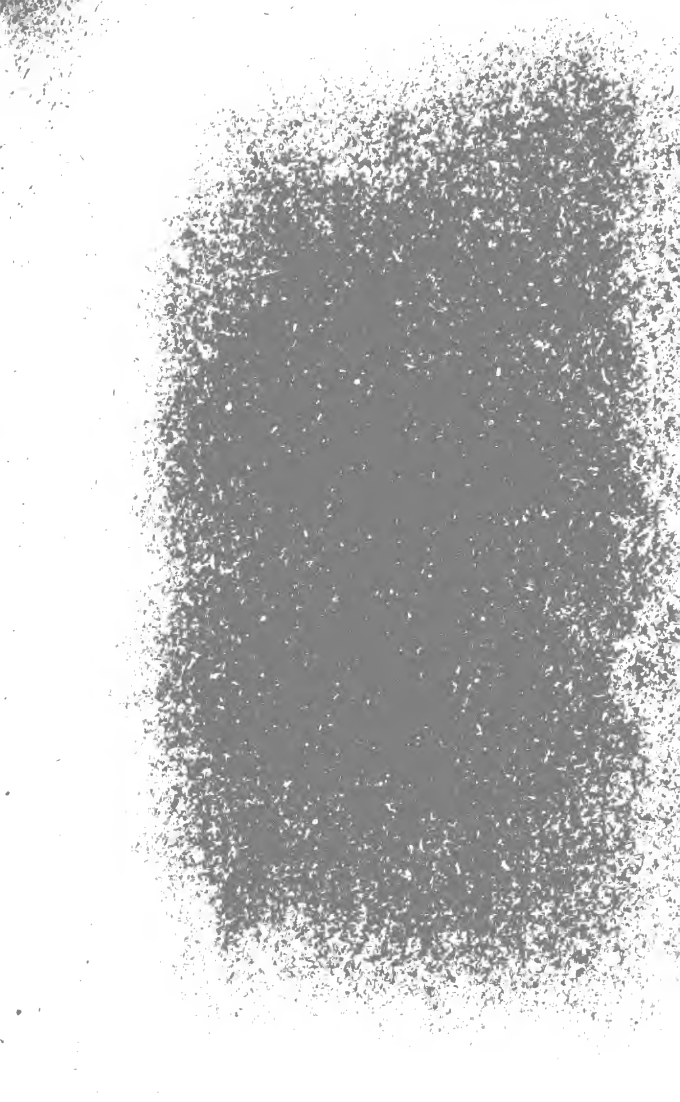
III. Dummy being blind and deaf, his Partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; if, however, he lead from Dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

DOUBLE DUMMY

Is played by two players, each having a Dummy or exposed hand for his partner. The laws of the game do not differ from Dummy Whist, except in the following special law: There is no misdeal, as the deal is a disadvantage.

* *i.e.*, Dummy's hand. If Dummy's partner revokes, he is liable to the usual penalties.

† And the hand proceeds as though the revoke had not been discovered.



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